denver apple pi Seed

Volume 6 No. 2 - FEB. 84

NEWSLETTER OF THE DENVER APPLE PI COMPUTER USERS' CLUB

PIE : Writer.....

Review by Paul Goble

PIE:Writer is a word processing package which is cherished by a some of its users, but despised by many others. Some think that it is worse than "a 1909 Oliver typewriter, some tape, and a pair of scissors." Others think that PIE is "by far the best and most complete word processor available." (Letters published in the July 1983 Softalk give these and other points of view.) I am one of those who love PIE.

Back in 1980, Apple PIE 2.0 was being sold by Programma International, Inc. (PIE = Programma International Editor). Programma, one of the software giants at that time, along with PIE, was sold to Hayden Book Company. In 1982, Hayden brought out PIE Writer 2.1. Through its various revisions, the essential features of PIE have remained the same.

PIE is a close copy of an editor found on giant UNIX systems. PIE is divided into three sections: the Text Editor, the FORMAT Text Processor, and the Command Processor.

The Command Processor handles input and output to disk. Disk files may be binary, text, or even BASIC programs. Files can be chained together, appended to one another, split, and so on. PIE remembers the name and disk drive of the "working" file.

The Text Editor has all sorts of advanced editing features. Using logically placed control keys, the cursor can be placed at any point in the text; in addition, the text may be repositioned on the screen by scrolling it up or down. Characters, lines, and blocks of text can be replaced, deleted, inserted, moved, or copied. Any series of characters (including "wildcards") can be located with the string search feature, then replaced as many times as it occurs. Features such as wrap-around and tab stops can be changed with two or three keystrokes. It is possible to imbed any ASCII character in the text at any point.

All of these functions are performed instantly. Even inserting a full page of text in a long document takes less than a second.

The FORMAT program takes care of the layout of the text. Line length, top, bottom, and side margins, running titles, and so on are set up using "dot commands"-- commands such as '.pl 66' (page length = 66 lines) and '.ce 3' (center the next three lines). "Dot" commands also control things like: comment lines, centering, boldface, spacing, margin justification, paragraphs, reading data files, breaks, and keyboard input. FORMAT will output up to 9,999 pages of text to disk, screen, or printer.

On rare occasions FORMAT may be unable to achieve a certain layout, such as multiple, side-by-side columns of text or figures. In that case, a FORMAT command will allow you to print out any portion of the text just as it appears on the screen in the Editor. To make this easier, the Editor becomes a typewriter, bell and all.

PIE will configure itself to just about any system. Version 2.2 keeps the Editor and FORMAT and over 22K of text in memory (64K) at the same time. It accepts, but does not require, such things as 80-column cards and lower-case adapters. On those

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CIRCULATION OVER 600

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GENERAL MEETING . . . 2ND

SWAP MEET . . . 5TH

BOARD MEETING . . . 8TH

MEMBERSHIP INFORMATION
$10 APPLICATION FEE AND $18 PER YEAR DUES

APPLE PI is an Apple Computer Users Group - not affiliated with Apple Computer, Inc. - that provides many member benefits, some of which are:

MONTHLY MEETINGS-

On the first Thursday of each month at 7:00 p.m. APPLE PI holds its general meeting at the Greene Center, Colorado School of Mines Campus, Golden, Colorado. This meeting is a combination of an informational meeting, new product announcements, and a short business meeting. The members are given an opportunity to buy computer supplies a little above cost. Software products are given away as door prizes.

On the Sunday following the general meeting there is an informal meet which is usually held at the home of a member, the location of which is announced in the newsletter and at the general meeting. This meeting is from 10:00 a.m. until 3:00 p.m. and provides a more informal environment to seek or give advice to fellow members and get copies of programs from the APPLE PI Library. Both of these meetings are open to the general public but only members have access to products that are sold.

PROGRAM LIBRARY-

APPLE PI currently has a library of 8,000 programs. All current disks are in 16 sector (3.3, Pascal, CP/M) format and are available to any member. APPLE PI Members can obtain copies from the library:

1) By coming to the monthly informal meeting (swap meet);
2) By written request to the club librarian (at any meeting or by mail);
3) By electronic mail on APPLE PI's bulletin board system:

When requesting copies, please include the following information:

a) Your Name, Address, and Phone number;
b) Disk Category and Volume Number;
c) Blank Diskette(s) or request to utilize a new disk (member will be charged $2.50 for the new disk);
d) Copy fee ($1.00 per diskette side unless you donate a program you have written at the same time and fill out a Progam Submission Form). Only complete sides of disks will be copied.
e) Instructions on how the disks are to be returned, i.e., at the next meeting, by mail, etc. (IF RETURN IS TO BE BY MAIL PLEASE BE SURE TO INCLUDE A STAMPED, SELF-ADDRESSED FLOPPY DISK MAILER, AND $2.50 TO COVER SHIPPING COSTS).

DISK OF THE MONTH-

Each month a collection of some of the best programs donated to APPLE PI during the preceding month are made available. The DOM can be purchased at any group meeting or by mail.

DUES-

Current membership dues are $18.00 per year, with a one-time application fee of $10.00. Checks should be made payable to APPLE PI.

PIE: WRITER

rare occasions when the existing software is not adequate, PIE:Writer provides a ray of hope which is not found in other word processors: PIE can be copied (for legal purposes, please) and the code modified. One can enter the Monitor without even leaving PIE. Plenty of space is allocated for user-written machine language routines. The manual lists many significant memory locations.

The most common complaint about PIE is that it is hard to learn all of the commands. Although PIE does have advanced features, one needs to learn only a few of the most basic features in order to create most documents. The basic commands are available on a help screen. Although PIE is harder to learn than most word processors, my non-technical friends have learned to use the essential features of PIE in about an hour.

If you are considering buying PIE, try the first lesson or two of the tutorial. (The tutorial is included both on disk and in the manual.) If you find that you are easily catching on, buy it. If not, buy a different word processor.

PIE:Writer does have some limitations. PIE:Writer cannot always take advantage of the proportional spacing available on some printers. No provision has been made for hyphenating words at the end of a line. The software-controlled page breaks allow "widow" lines at the tops of pages and don't accomodate footnotes at the bottom of each page.

How does PIE compare to other word processsors? Some others are also modelled after the UNIX editor, but they lack the features and refinements which make PIE so flexible. PIE may well be the most versatile word processor available for the Apple.

APPLE PI's GROWTH

MAY '83	DEC '83
462	555
MEMBERS	MEMBERS

JOHNNY APPLESEED

Dear John:

I have a 64K Apple and I want to learn Assembly Language. I don't have a lot of money to sink into an assembler, but I can't do without one. I don't need a fancy one, just one that recognizes standard mnemonics. Any suggestions?

Out of cash

Dear Out of Cash:

You didn't say what type of Apple you have, but I'm assuming it's a][+ or a //e.

Apple's instruction manuals state very clearly that you can't use the "mini-assembler" on a][+ and certainly not on a //e. I tend to disagree with the manuals. Here is are a few steps you can do to use the "mini-assembler" on your computer. The mini-assembler is a very simple assembler, but it's OK to start out with. Instructions for using the mini-assembler can be found in your Apple Reference Manual.

To use the mini-assembler:

1. Boot you System Master Diskette
2. Type INT
3. Type CALL -151
4. Type F666G

That's all you have to do! Good Luck...

John

Questions for John should be sent to:

Johnny Appleseed
%Apple Pi/Denver
P.O. Box 17467
Denver, CO 80217-0467

SECRETARY'S REPORT

(January Meeting)

President Dave Eisler called the meeting to order at 7:07pm, January 5, 1984 at the Greene Center, Colorado School of Mines. He stated five goals for the remainder of the current Board's term of office.

1. To complete the membership directory. (Les Shaw is working on this)
2. To start the brokering of classes. (Maureen Brucker is working on this)
3. To complete the new bylaws. (The Bylaws Committee has lost its chairman, but work is now underway)
4. To straighten out the sales tax situation. (He announced that Ron Stock has volunteered to help with this)
5. To put forth a budget for 1984. (Board members have almost completed this)

-- He announced that Bob Vitry, our Store Representative, has signed up two new store members: Neighborhood Computer and Computerland of North Denver.

-- Board meetings will continue to be on the Wednesday after the General meeting.

-- The SEED cutoff date for non-continuing features (i.e. officers' reports) will be the evening of the General meeting. (cutoff dates for continuing features will be at the SWAP Meets)

-- SWAP Meet locations in the South and East are being sought. Please contact Bob Hein or Dave Eisler if you have a location to volunteer.

Announcements from the floor included:

-- Bob Vitry had some comments about an article which appeared in last month's SEED evaluating various brands of disks. He noted that the Verbatim disks which the article examined had no center hub rings, which led him to conclude that they had evaluated the old style Verbatim diskettes. He felt that the current Verbatim Datalife disks which the club sells are much better than the article's conclusions indicated. He also expressed a high opinion of BASF and Dysan diskettes based on his personal experience.

Bob also announced his continued availability to add switches to disk drives so that they can be made to override the "write protect" device. He will do this for $17.50 per drive.
Bob can be contacted at home (425-5914) or at SWAP Meets.

-- Jeff Dulude, President of Sundex Software, had two announcements. The first was that his company is sponsoring a nationwide contest, the Sundex Computer User Award, in which our members were invited to participate by filling out questionnaires which he had at the meeting. The second was that he had 8 copies of a new program, Certified Personal Accountant (a home finance program) for which he was seeking data testers. (He said the company would pay $5.00 each to the first data-site user who reports any given "bug")

-- Dick Walker, a Rep from Apple Computer, encouraged everyone to attend the February meeting when Apple will be presenting a surprise program!

-- Trent Hein announced that the Call-A.P.P.L.E. disks were here, including the long awaited Eamon games. He also announced an Apple Pi contest for the most valuable program (The details of which appear elsewhere in this issue) Then he demonstrated the Disk Of the Month.

Door prize drawing was done by computer, and the winners were:

Vicky Dinges who won a locking storage case donated by Apple Pi.
Dennis Lunt and Bob Smith who both won gift certificates for Astro-Scope Starcharts donated by Stortz Starchart Service.

The main program was presented by Bob Mayes, Field Sales Representative of Microsoft, who discussed the company and its products and demonstrated its Multiplan software.

The meeting was adjourned at 9:10pm.

Thank you!

COLORADO COMPUTER SYSTEMS
3005 W. 74th Ave.
Westminster, CO 80030
(303) 426-5880

THE COMPUTER LINE
1136 S. Colorado Blvd.
Denver, CO 80222
(303) 758-3261

COMPUTERLAND OF NORTH DENVER
8749 Wadsworth Blvd.
Arvada, CO 80003
(303) 420-1877

COMPUTERLAND OF DENVER
2411 S. Colorado Blvd.
Denver, CO 80222
(303) 759-4685

TELECOMMUNICATIONS
DENVER BBS NUMBERS

==========

Apple Pi	469-7541
Aurora-Net	343-84Ø1
Biz-Net	798-8176
Cheyenne Mountain	753-1554
Computer-Line	758-3441
The Controller Board	69Ø-9423
GBBS II	693-1Ø64
Lakewood RCPM/RBBS	985-11Ø8
The Neutral zone	985-9184
Off the wall	443-3367
PETULA	232-85Ø9
RB Robot/IBMPC	279-5657
RCPM/RBBS	499-9169
Remote North Star	444-7231
TBBS#1 (Apparat)	741-4Ø71
TBBS#2 (UFONET)	278-4244
TBBS-Software Review	695-4518
The Testing Zone	427-7114
THE CHESS BOARD	(303)-798-7620

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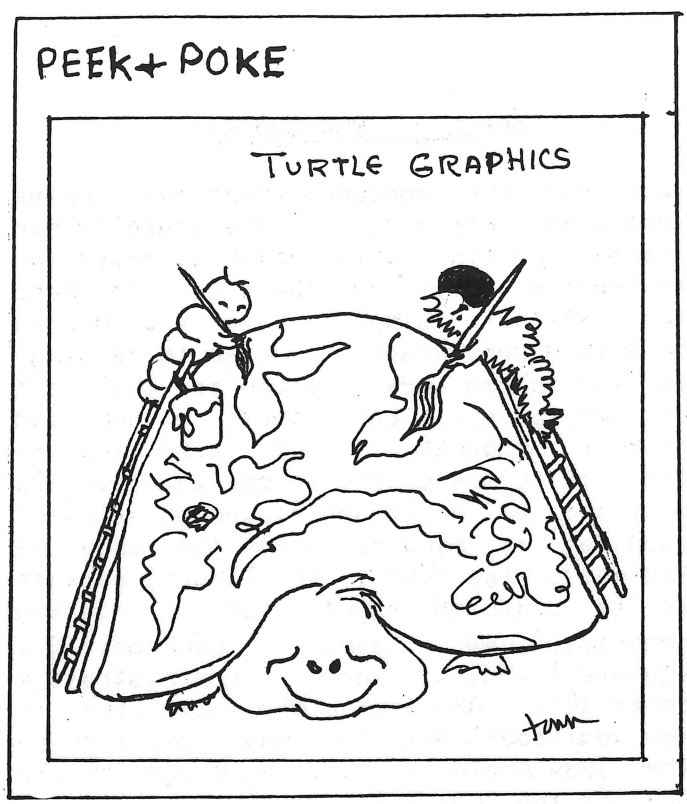
For corrections, contact T.R. Hein
at (3Ø3) 424-8357



LITTLE PEOPLE + //e = ♥

A love of little people, and a love of Apples can be combined in some fascinating learning experiences.

For example in our Day Care situation kids 3 and up know:
..They are the ones who control the computer-the computer does not control them.
...Computer familiarity, and terminology. (for example, when one of their peers is day dreaming they might be heard to say "hey, turn on your C.P.U.!" or "wake up, and boot your disk!"
...Comand and respect for use of the computer - they choose their own programs, and are able to boot a different one on their own.
...Any child 8 or over can learn touch typing (we have three in our Day Care who can demonstrate this ability on a covered keyboard!) with the older version of Mastertype.

Briefly, a few of the software packages we use consistantly with our little people are: Spinnaker's Kindercomp (the only preschool software we have found with lower case letters) - Early Games for Young Children - Apple Pi library listings. For kids 8 and up a few we use are: Spinnaker's Delta Drawing - Terripan Logo - The older version of Mastertype - Bank St. Writer - Police Linup - Apple Pi Library Listings.

If you would like more detailed information on any of the above, please feel free to call Liane Nusse 279-5763.

DATA FROM DAVE

FROM THE CLUB PRESIDENT - FEB SEED

Hooray - this month's report is legible - I got a new printer ribbon.

January is a terribly crucial month for Apple Computer.(and Apple Pi in turn) This month Apple hopes to stop the stampede for IBM style micros by leapfrogging 8088 technology with their new 68000 (16/32 bit) machines.

We will get a privledged introduction to Apples' latest ammunition - directly from Apple representatives - at the FEB general meeting. It should be the highlight of the year! I hope to see some special interests groups started, based on these new products!

In MARCH a PFS representative will demonstrate PFS-file, the most popular data base program for the Apple. Thankyou Joe Savino, for arranging this.

I am hoping to sweet-talk some experts into being panel members for an APRIL Q & A session. So far a representative of Orange Micro has volunteered to answer questions about printer interfacing. Do you know an expert in any of the following areas?

Word Processing
Spreadsheets
Data Bases
Telecommunications
Educational Software
Other ???

Give me their names and I'll make them an offer they can't refuse. Maybe YOU? Call me anytime at 694-6217.

Finally, we'll have elections once again in MAY. (Boy this year has gone fast!)

- JOB OPENINGS -

AUDITOR - Apple Pi needs a capable person to audit our books, probably once a year. Are there any CPA's out there?

STORE MEMBER CONTACT - We need more people to stay in touch with our store members; coordinate & encourage advertising, distribute Apple Pi publicity, etc. It is a great excuse to stop by Apple stores and hear the latest gossip! Especially good job for someone who can visit stores between 10 & 5.

Have you seen something in another club that you'd like to see done in Apple Pi? We're wide open to suggestions. Talk to any officer or bring it up at a Board Meeting. Chances are, if you liked it, other people will appreciate it too!

See you at the next meeting...

David Eisler - PR

APPLE PI 1984 BUDGET

Have you ever wondered where the monies went within Apple Pi? On the ajoining pie charts, one can see the major expenses and sources of income for the club. To keep the rationale simple, these are broken down into percentages for ease in reading. In the income area, one can see that 63% of our club's income comes from new and renewal memberships. DOM sales account for 16% of the club's income and there is only a 6% of the income earned on sales of supplies to members. In the area of expenses, the SEED is the largest expense as it consumes about 39%. Meeting room-10%, new member packages-12%, equipment-15%, and administrative costs-10%. Any member who would like to see additional detail or has a question on the 1984 Apple Pi operating budget should contact the Treasurer.

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LIBRARIAN'S REPORT

Finally, the disks ordered from A.P.P.L.E. are here! About 52 disks are now in the library. The disks range from utilities to games to tax programs. I expect to have a list of them to publish by the deadline for the March Seed.

I want to thank Dave Eisler for writing such a super hello program for our disk-of-the-months. Great job Dave! Also, thanks to Tom Hime at Apple-Dayton users group for his cooperation with our new DOM exchange program. And finally, thanks to Jeff Beehler for doing a tremendous amount of copying for the library.

Our January DOM went over well with the members, and I think the February one will too. Here it is:

Denver's Apple Pi Disk of the Month

#043 FEB '84 DOM

MENU 4.0	EPSON SET	PRESCHOOL	ASTRONOMY	CONSTELLA	CONST INS
ASTRO CON	SAGITTARI	CYGNUS	LEO	URSA MAJO	PISCES
TAURUS	GEMINI	VIRGO	AQUARIUS	AQUILA	ANDROMEDA
CASSIOPEI	PEGASUS	LYRA	SCORPIO	ORION	ARIES
HERCULES	CANCER	LIBRA	BOOTES	CAPRICORN	PERSEUS
CANIS MAJ	AURIGA	OPHIUCHUS	URSA MINO	DRACO	CEPHEUS
CETUS	CORONA BO	CONST SHA	CHECKERS	CHECKERS	CLOSE THE
HORSE RAC	ROULETTE	TRANSISTO	XLINE IMP	NUMBER BA	TRAC 1.9
VTOC.INFO	CATALOG.I	T/S LIST.	TRAC 2.2	CATALOG.2	

Also, you will notice Apple Pi is sponsoring a "Most Valuable Program" contest. Details are elsewhere in this Seed.

We handle a tremendous amount of disks each month, and our January DOM showed that with so many files to keep track of, it's easy to make a large mistake. The file DOS TUTORIAL on the January DOM won't run. The files that must accompany it are not on the January DOM, but we have included them on the February DOM

At this time, we are working hard to improve our image. We are trying to take a more professional approach to our library, as shown with our custom disk jackets. If you have any comments about how we could improve our image further, or how we could serve our members better, please tell us. A volunteer organization only works when you do!

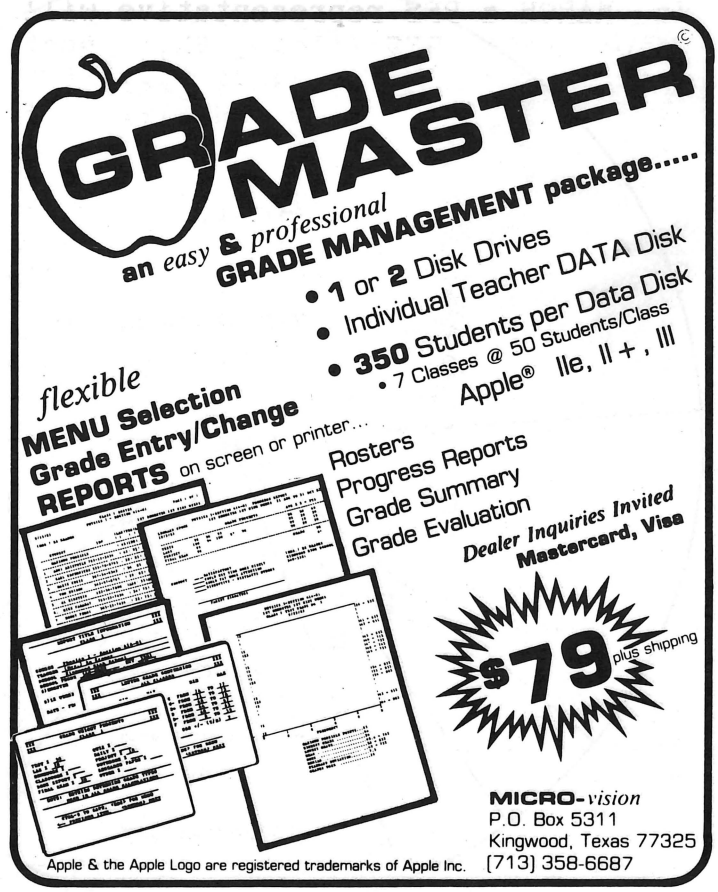
Trent Hein
Library Assistant (Pro Tem)

••

MONSTER SMASH AUTHOR TEACHES MACHINE LANGUAGE

I will teach interested people how to write incredibly fast machine language programs -free- if you will help me with my latest project. Learn assembly, the fastest most powerful language anywhere, while building an awesome home utility program using graphic icons, windows, bi-directional variable speed scrolling, disambiguators, and other neat stuff. Call me anytime at 694-6217.

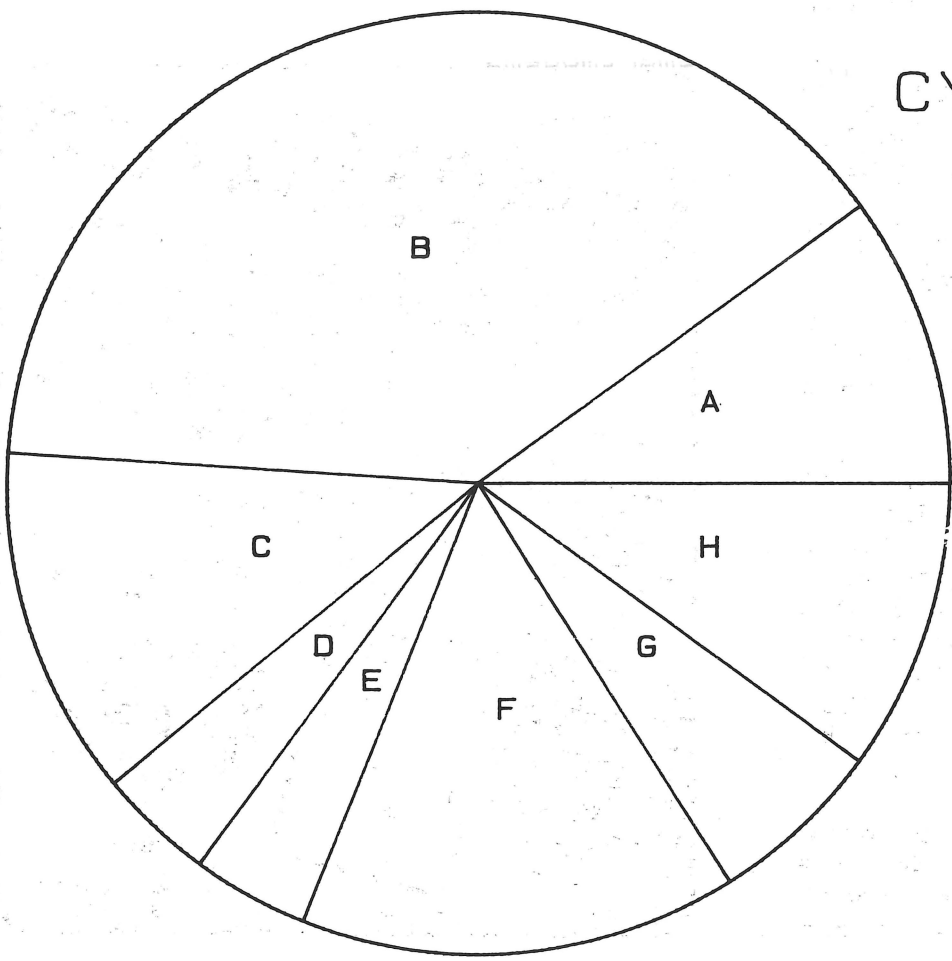
- Dave Eisler



TREASURER'S REPORT

October 6, 1983 to December 31, 1983

Beginning Balance (10/6/83)	$4208.89
INCOME	
New Memberships	$2240.00
Renewal Memberships	648.00
DOM Sales	1675.00
Library Copies	437.00
Sales of Supplies	8505.25
Advertising	128.00
A.P.P.L.E. memberships	125.00
Interest Earned	35.02
TOTAL	$13793.27
EXPENSES	
Supplies for Resale	$12500.78
CSM Room Rental	140.00
Printing Costs	1166.00
Postage	584.37
Office Supplies	145.92
A.P.P.L.E. memberships	325.00
BBS Phone Bill (3 months)	29.99
Equipmemt Repairs (Disk Drives)	344.19
Christmas Party	187.10
Sales Tax License	12.25
Bad Checks	148.00
TOTAL	$15583.60
LIABILITIES	
CSM January Hall Rental	140.00
Printing of January Seed	365.00
Supplies for Resale	1918.46
TOTAL	$2418.56
ASSETS	
Supplies for Resale a/o 12/31/83	$8781.24
Cash	66.17
TOTAL	$8847.41
CLUB NET WORTH a/o 12/31/83	$8847.41



CY 1984 APPLE PI BUDGET EXPENSES

A = Meeting Room	10%
B = SEED Costs	39%
C = New Member Pkgs	12%
D = Advertising	4%
E = Software Library	4%
F = Equipment	15%
G = Club Socials	6%
H = Administration	10%

SMARTMODOMS

by Andre' Van Meulebrouck

When picking a modom for an Apple II, II+, //e, or ///, one of the factors to concider is whether to get an internal or external modom.

There are two major differences between internal and external modoms:

1. Internal modoms take up an expansion slot--external modoms do not.

2. Because of the above, internal modoms are less flexible--they can be used only with the Apple for which they were designed (and also the Apple look alikes in most cases). External modoms can be used with a large majority of computers.

Regarding the fist point, the question is...how important is expantion slot conversion to you? In the worst case, you could up three slots; one for your printer one for your serial port for the modom, and one for the modom itself. In the most conservative case you could use one; one slot for a multi-purpose serial/parallel card, and an external modom. A good multi purpose card will allow printing and modom simultaneously.

The Hayse Smartmodoms are sleek, stainless steel boxes that may remind you of a Delorean sports car. They are commanded differently from most other modoms. Many different software packages can be used with smartmodoms, however it is a good idea to make sure the software you want to use supports Smartmodos.

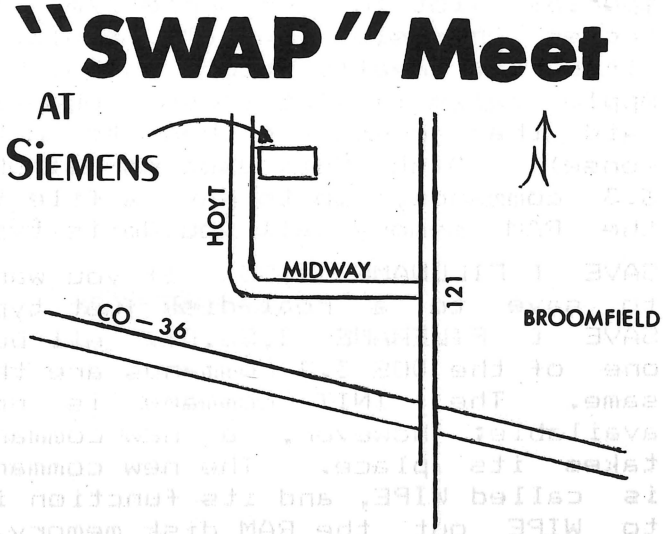
Smartmodoms have a Z-80 processor in them and 16 registers which can be accessed by the user (each register controls some Smartmodom parameters for various controls like dial speed, and length of dial attempts).

Since most Apple owners that have Smartmodoms use the Ascii Express Pro (from Southwestern Data Systems) for software, here is a macro for the AE PRO 3.46b to dial continuosly until a connect, then to log on and read mail (if there is any).

You may need to read the "Getting Started" section of the AE PRO documentation to learn how to type this in. If the length of dial attempts is too short for you to connect, (it wasn't for Apple Pi, but it might be for other BBS's), change register S7 to a greater quantity (as measured in seconds). The defalt is 30 seconds.

```
#0
#1 *AT S7=15 D T 469-7541'^RT2\L1
#2 %-JOE USER'%-PASSWORD''\L3
#3 ^!?4%?Y
#4
```

Final comment: the Hayes smartmodems
are very versatile and flexible. They
can even be used for ham radio communi-
cations and can dial a switchboard, the
n look for a carrier on the second
dialing (i.e. when the extension diale
d answers).



Apple *//e* Corner

The Apple //e corner is a new feature of the SEED. Each month we will publish tricks, teckniques, and information of special interest to the Apple //e, owner. If you own an Apple //e, or if you think you may be getting a //e in the future, it is our hope that you will find this column interesting and informative. If you have information that you would like to share with other //e people, please send it to us and we will make sure it finds its way to the Apple //e Corner.

A NEW DISK DRIVE FOR ONLY $ 29.95 ?????

by Randall Ansley

A disk drive that sells for only $ 29.95 sounds too good to be true but in a sense that's what the new Disk Quik program from Beagle Bros. will give you. If you have an Apple //e with an Extended 80-column card, this new program will work for you like an extra disk drive. Disk Quik is a RAM disk drive emulator that uses normal DOS 3.3 commands and will support up to 238 free storage sectors (about half of a normal 5 1/4 inch floppy disk).

Disk Quick uses the 64k auxiliary memory on the extended 80-column card that lives in the special slot in your Apple //e. To access this slot you call it slot 3 (it's not really slot three, but Apple calls it slot three - whoever said that computers had to make sense). Disk Quik uses normal DOS 3.3 commands, so to save a file to the RAM memory all you do is type SAVE [FILENAME] ,S3. If you want to save to a real disk just type SAVE [FILENAME],S6,D1. All but one of the DOS 3.3 commands are the same. The INIT command is not available; however, a new command takes its place. The new command is called WIPE, and its function is to WIPE out the RAM disk memory. Need to INIT a disk ??? Not to worry... you can put Disk Quik on hold and go to normal DOS. The memory on the RAM card will stay intact.

Because Disk Quik lives in RAM memory it is accessed much faster than a disk. You won't have the spool up time or the seek time that a normal disk drive requires. I can't say just how much faster Disk Quik is, but I would be safe in saying that it is several times faster than a normal disk drive.

One thing that must be remembered is that RAM memory is volatile. When you turn off the computer it goes Bye-Bye. When you finish a session using Disk Quik you will need to transfer your files to Disk. So why use Disk Quik if you have to go back to a real disk? Speed. With Disk Quik you will be able to run Data Base programs much faster. You can also keep your favorite utilities on the RAM card and load them up in seconds when you need them.

Disk Quik is compatible with all normal DOS and Applesoft commands, as well as with many programs now available, like prontoDOS, GPLE, Double Take and others. If you are using a DOS moving utility that moves DOS to auxiliary memory, Disk Quik can still be used with just a few simple modifications.

In using Disk Quik, I found one feature that I did not care for. With a normal drive an "in use" light comes on during I/O. With Disk Quik a series of speaker clicks will do the same thing. To get rid of this click just run a program called CLICKOFF. If you like the click run CLICKON (clever, huh?).

Disk Qick comes with one disk (unprotected), documentation, and the traditional PEEKS, POKES, and CALLS wall chart. The documentation, unlike other Beagle Bros. Tip Books (with all sorts of crazy stuff), is 99% business. Disk Quik is so new that it is not

GOTO 12

WELCOME TO THE NEW EDUCATION BULLETIN BOARD!!!!!!

As we begin 1984, that Orwellian year of frightening technology, Apple Pi's New Year's Resolution is a committment to 'people to people', 'face to face' exchanges of technological skills.

Therefore:

This page in the SEED will be open for teachers to announce classes; and students to request specific classes to suit their needs.

Procedures.

TEACHERS:We need to know your name, general class location, phone number, subject.
STUDENTS:If you have a particular interest, drop a card to the following address including the same information, and we will list the subject and area in the SEED as well.

Mail information to: SPIN(Ed.BB), 1405 Krameria, Suite 41A, Denver, CO,80220
All information received by the 15th of the month and confirmed, will be published FOUR WEEKS LATER in the SEED.

TEACHER LISTINGS:

Jim James--Boulder--441-1481--BASIC
Gale McClish--No.Jeffco--423-2014--Spread Sheets, Agriculture related computer uses
Steve Martin--No.Suburbs--469-6855--Applesoft BASIC

DISK OF THE MONTH ORDER FORM

This form is for those members who are unable to attend the next meeting of Apple Pi and would like to purchase a DOM via mail. DOMs will still be available at the monthly meeting and swap meet.

QUANITY	ITEM	UNIT PRICE	TOTAL
_____	DOS 3.3 DOM - December 83	$5.00	_____
_____	December 83 Pascal DOM	$5.00	_____
_____	December 83 CP/M DOM	$5.00	_____
	Postage and Floppy Mailer	$1.25	1.25
	TOTAL		_____

Send form to Apple Pi, P.O. Box 17467, Denver, CO 80217

//e

into many stores yet, but it will be soon. It can now be ordered direct from Beagle Bros.

To grade this new program from 1-10, I will give it an 8. I found it to be easy to use and it does all that it is advertised to do. I would like to see more explanation of the routines it uses (most files are Binary). Overall, I would recommend this program.

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237-8172

MOST VALUABLE PROGRAM CONTEST!

Apple Pi will be sponsoring a Most valuable program contest. All members are invited to enter their original programs. Programs will be judged at the April Swap meet. All entries must be in by the April General Meeting.

Rules:

One entry per paid membership
Program must be at least 15 lines long
Must be written in Applesoft, Integer BASIC, or 6502 machine
Software must be original, and have never been contributed to the library previously

Judging:

Programs will be judged by members for originality and USEFULNESS. Programs will NOT be judged on programming style or length of program

Prizes:

*** Prizes will be announced pending January Board meeting decision ***

Remember: Everyone can enter! This contest is open to ALL members! Start your programs...GO!

(All entries become the property of Apple Pi, Inc., and cannot be returned) Information subject to change.

Cyberlogo turtle: A review

by
Mark Gillingham

Cybertronics International, Inc.
One Lincoln Plaza, Suite 29B
New York, NY 10023

REQUIRES: APPLE][or][+ with 48K RAM
Disk Drive
Printer optional
Standard: Disk base program
Cyberlogo Turtle Manual, 159 pages

Cyberlogo Turtle is an Apple compatible turtlegraphics learning program for elementary (and perhaps preschool) children. Cyberlogo Turtle does not need a lanaguage card (16K RAM memory card) like the various versions of Logo for the Apple. Cybertronics has squeezed Cyberlogo Turtle into a 48K RAM Apple by including only graphics commands from the standard Logo language set. No text processing commands are available (e.g., PRINT [THIS PRINTS TO THE SCREEN] is an MIT Logo text statement that is not available in Cyberlogo).

The software is very easy to use. One simply places the disk into drive 1, waits a few seconds and begins to command (herd) the turtle around the screen called the Playground. As in other turtlegrapics programs, the turtle is a triangle with a portion of one point filled to designate its head or direction. All of the Cyberlogo commands may be entered from this drawing screen. The command FORWARD and a number of steps moves the turtle straight ahead, in the direction that it is pointing. Other common turtle commands are BACK, RIGHT, and LEFT. If the number of steps specified is larger than the number of turtle steps left on the screen, the turtle will go off the screen and the message "*** Turtle is off the screen" is shown. Once the turtle is off the screen, it can be herded into sight or herded other places out of sight. The turtle can also be sent to the center of the screen with the HOME command.

Sketch, an easier turtle screen environment is also available. In Sketch, commands have been reduced to single key presses for the novice or young turtle learner. Descriptions of the one letter commands are available on the Sketch screen. Other information is available, also; the turtle's heading, its pencolor, penpoint position (up or down), and its X and Y coordinates. This information changes as the turtle moves and is updated even when the turtle is being drawn on the Playground screen. This will help turtle herders conceptualize necessary information that must be used when working on more difficult picture problems.

The third major area is the School. School is accessed by typing "School" or "S" from the Playground. A menu appears with a heading that reads; "Turtle is in School:" School affords the user several options, each of which can be accessed by a single key press. The options are divided into four categories: disk operations for programs, disk operations for pictures (screen bit maps), program editing, and help information.

The disk operations LOAD, SAVE, and REMOVE procedures or pictures from a disk. PRINT is used to print a program file to a printer. (Printing pictures is possible, but a screen dump program is not offered with Cyberlogo.) Disk operations are easy to perform and Cyberlogo marks programs that have been LOADed by placing a "+" preceding their name in the catalog. Procedures are printed to the screen as they are loaded. This takes extra time, but many users feel more secure when they are able to "see" what their computer is doing. I endorse the idea.

The editor option provides a catalog of active programs (those programs that have been loaded). The user may choose one from the catalog by typing its name, after which the program's contents are printed to the screen. The bottom three lines of the edit screen are reserved for the procedure's title, the number of parameters (input numbers), and editing commands. I like the on screen command menu, but I wish it were at the top of the screen. There are no other computer languages that I know of that name their procedures after the procedure's text. Procedures are limited to one screen of text (20 lines). I am in favor of small procedures, but if your procedures need more lines, Cyberlogo forces you to divide or shorten the procedure.

Cyberlogo offers inputs (parameters), global and local variables, but their implementation is not intuitive, especially for young users. Parameters and variables must be labeled using the reserved names: P1, P2, P3...P9; G1, G2, G3...G9; L1, L2, L3...L9. Nine parameters or variables will usually be enough for most uses of turtlegraphics. Parameters and variables, however, should have meaningful names. Compare the following two procedures. The first procedure defines boxes with sides of variable length; BOX P1 versus BOX :SIDE. The parameters P1 and :SIDE define the length of a side of a drawn box. The second procedure is even less understandable when names are not used, it defines a variety of closed polygons; POLY P1 P2 P3 versus POLY :SIDES :ANGLE :STEP. The parameters P1 and :SIDES define the number of sides, the parameters P2 and :ANGLE define the angle displaced by any pair of ajacent sides, and the paramters P3 and :STEP defines the size in turtle steps of each side. For instance, a POLY with 3 :SIDES, an :ANGLE of 120 degrees, and a :STEP of 50 will draw a triangle with sides of 50. It is asking too much of children to expect them to remember the concept of side or angle from a parameter name like P1 or P2.

Another problem is the software's lack of a random function. How can one draw a field of stars, choose random colors, or simulate random motion without a random function? Lack of a random generator would be a serious drawback in my classroom. A final criticism of Cyberlogo is its use of conditional and operator labels. Students learn in school that 5 + 8 = 13 and that 8 > 5. BASIC would display these number statements in the following way: IF 5 + 8 = 13 THEN PRINT "YEH!!" or IF 8 > 5 THEN PRINT "OK!", but Cyberlogo represents these expressions as IFEQ ADD 5 8 13 THEN PENCOLOR 3 and IFGT 8 5 THEN FORWARD 50. This syntax combines the nonstandard operators (IFEQ, IFGT,

etc.) with Reverse Polish Notation (RPN) which could confuse novice users of any age.

Special Cyberlogo Turtle Features

Cyberlogo Turtle has many advanced commands (DO ... UNTIL, WHILE ... DO, etc.) which are meant to prepare students for other structured languages (e.g., Pascal). Cyberlogo Turtle Manual offers good examples and exercises for the use of these advanced language structures. Another feature of Cyberlogo is a unique NOTE command to let turtle herders add sound and music to their procedures. This is a fascinating addition to young peoples' procedures. NOTE needs two inputs that are numbers between 0 and 255. The first input controls the pitch and the second input controls the duration. I would prefer a more sophisticated scale based NOTE command that allowed one to choose the letter or number name of a pitch and its octave. This is much preferable musically.

Cyberlogo Turtle software is easy to use and nearly crash proof. However, there are two occasions when the program will crash or reset. The first is the Apple's well known RESET key. The second is less acceptable. When a procedure is made which has an endless loop (e.g., a recursive procedure with no stop line) the program will crash with a Pascal operating system error.

Cyberlogo finest feature is its documentation. In addition to helpful appendices which describe Cyberlogo Turtlewords, give answers to activities, demonstrate procedures for operation and describe problems, and errors, it has references and a good index. Chapters 1-3 describe Cyberlogo Turtle as a programming language and offer sequences of experiential activities to learn basic programming concepts from simple statements to recursion. In other words, the manual is an elementary textbook for teaching programming to children.

Chapter 4 describes many activities that reinforce programming or turtlegraphics concepts that do not need a computer and can be done in groups. The chapter is worth half the cost of the package.

Cyberlogo Turtle is not Logo, but as a subset for young programmers it can go far to establish good programming habits in an explorative turtle screen environment. It is intended for elementary students and its manual could clearly meet a classroom teachers' needs for turtlegraphics information and activities that are not dependent on a computer.

Although, I have a good impression of Cyberlogo Turtle, there are improvments that I would like to see. Specifically, the naming of parameters and variables, provision of a random function, and a more intuitive implementation of conditionals.

Conclusion

If you must buy a 48K Turtlegraphics program, this is the best one I have seen. Most of the graphics commands are very standard; FD, RT, BK, LT (although the more advanced commands are definitely based on Pascal rather than Logo). The major advantage of this program is its fine documentation. It is more valuable then the software.

TG JOYSTICK FOR APPLE IIE

CONVERTING MY TG JOYSTICK TO MY APPLE .CE
IIe GAME PORT

by Jerry Young
the KC users group
Apple Bits - April 1983 V.4 #4
I.A.C.Compiler

The standard cord on my TG joystick was becoming frayed and one of the pins had finally broken off from to many plug-unplug operations.

I had just picked up a Apple IIe and decided to replace the cord and connector to plug into the external DB9 connector on the back of the machine.

The IIe reference manual gave the following pin connector signals for the DB9, and I poked around in back of my TG joystick until I figured out where they went.

I then keyed in the following program to check my connections to make sure they were wired up correctly.

```
10 HOME
20 VTAB 6:PRINT"PDL(0)":VTAB 6:HTAB 10
30 PRINT"PDL(1)"
40 VTAB 8:PRINT" "
50 IF PEEK (-16287)>127 THEN INVERSE
60 VTAB 8:PRINT PDL(0)
70 NORMAL
80 VTAB 8:HTAB 10:PRINT" "
90 IF PEEK (-16286)>127 THEN INVERSE
100 VTAB 8:HTAB 10:PRINT PDL(1)
110 NORMAL
120 GOTO 40
```

PDL (0) and PDL (1) will read and display a number corresponding to the current position of the potentiometer of joystick IIe X and Y axis. PEEK (-16287) switch (0) and PEEK (-16286) switch (1) will read a random number greater than 127 if either firing button is activated. If this occurs, the corresponding potentiometer reading will be inversed.

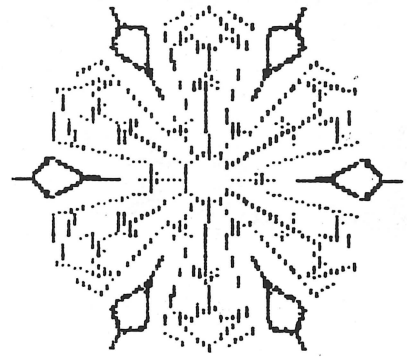
Components consisted of a 4 foot length of (ID) conductor cable and a DB9 make connector for less than $10.00. I drilled a 1/4 inch hole through the side of the joystick case to run the cable through.

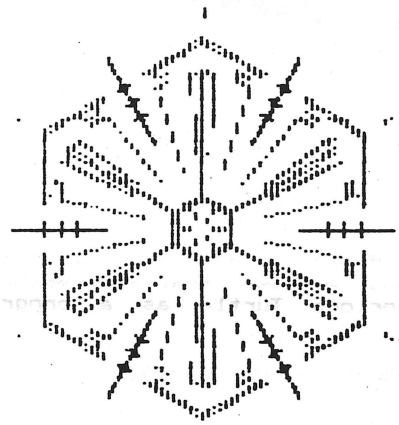
My conversion works great and I now can attach my joystick externally.

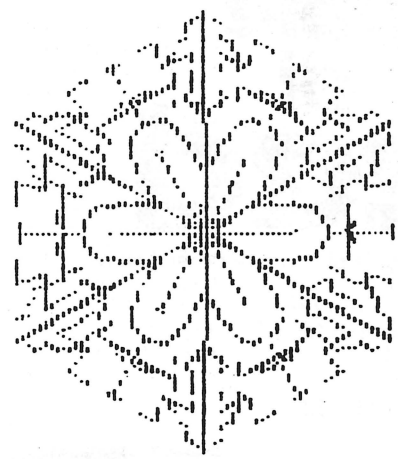
Snowflakes
by Ray McLain

Editor's Note: here is Ray McLain's article for printing beautiful snowflakes on your Apple II. Thanks Ray!

```
0  TEXT : HOME : FOR LINE = 0 TO 23: PRINT
"************************************": NEXT
1   VTAB (10): PRINT "********     SNOWFLAKES
********": PRINT "********  BY RAY MCLAIN, III
********": PRINT  "********     AUG 31,  1980
********"
2   FOR KILLTIME = 0 TO 2000: NEXT :VTAB (14):
PRINT    "********";:    FLASH    :    PRINT
"????????AUGUST????????";:   NORMAL   :   PRINT
"********"
3  NORMAL
9  FOR KILLTIME = 0 TO 5000: NEXT : HOME
10 S3 = SQR (3)
15 C6 = .5
16 S6 = S3 / 2
20 VTAB (10): PRINT "    THIS PROGRAM DRAWS
SNOWFLAKES.": PRINT : PRINT " THE INITIAL COLOR
IS WHITE, BUT COLOR": PRINT "CAN BE CHANGED AT
RANDOM BY HOLDING": PRINT "PADDLE ZERO BUTTON
DOWN UNTIL"
21  PRINT "THE DESIRED COLOR IS INDICATED BY
THE": PRINT "SMALL SLASH IN THE UPPER LEFT HAND":
PRINT "CORNER.": PRINT
22 PRINT "   PADDLE 0 MOVES RADIALLY OUTWARD":
PRINT "    PADDLE 1 MOVES PERPENDICULARLY TO":
PRINT "THE RADII. ": PRINT "CONTROL C STOPS THE
PROGRAM."
25 FOR STALL = 0 TO 25000: NEXT
26 HOME : REM  -IS WHERE THE HEART IS
100 HCOLOR= 3: HGR
110 X = 73 *  PDL (0) / 255
112 Y = (X / S3) *  PDL (1) / 255
120  HPLOT X + 139,Y + 79
121  HPLOT X + 139,79 - Y
122  HPLOT 139 - X,79 + Y : HPLOT 139 - X,79 - Y
124  HPLOT X * C6 - Y  * S6  + 139,X * S6 + Y * C6
+ 79
125  HPLOT X * C6 + Y  * S6 + 139,X * S6 -  Y * C6
+ 79
126  HPLOT   - X * C6 + Y * S6 + 139,X *  S6 + Y *
C6 + 79: HPLOT  - X *  C6 - Y * S6 + 139,X  * S6 -
Y * C6 + 79
127   HPLOT X  * C6 -  Y * S6 + 139, - X * S6 -  Y
*C6  + 79: HPLOT X * C6 + Y * S6 + 139, - X * S6 +
Y * C6 + 79
128  HPLOT  - X * C6 + Y * S6 + 139,  - X * S6 - Y
* C6 + 79: HPLOT  - X * C6  - Y * S6 + 139, - X  *
S6 + Y * C6 + 79
129 HC = 7 *  RND (1): PADDLE =  PEEK ( -  16287):
IF PA ) 128 THEN HCOLOR= HC
130  HPLOT 0,0 TO 10,5
150 GOTO 110
```







(Editor's note: if you have any problems with this program operating on your Apple II, call Ray and wish him a Merry Christmas!)

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